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Part 1: Design Thinking

When coming up with an idea for my website it was similar to the question "How can I develop a website that will somehow improve the lives of people in New Jersey?" but instead of something that would directly improve the lives of residents in New Jersey, i wanted something a little more indirect

1.) That's when I realized I wanted to tackle the topic of the poor condition of the streets and overall environment here in New jersey. It's something that affects all of us that live here but for many it's more of a background thought. Now that i had a general idea of the issue i wanted to tackle i needed to collect information

2.) Since the topic is as broad as the overall environment of New Jersey, I could've used pretty much anyone who lives here. However, I thought it would be more beneficial to get the opinion of people who frequently travel throughout the state for school and work. This would allow me to get a better understanding of what issues are widespread and what are more specific to certain areas

3.) This idea lead to a bit of an issue, as i only knew of a few people who traveled that much across the state and ended up with a small pool of 6 people to interview

4.) Still, it remained incredibly insightful. The most common feedback in regards to New Jersey's environment was that people need to get involved on an individual basis. Some suggested rewards in order to encourage people to recycle and clean up after themselves. Others suggest punishment to discourage people from leaving trash all over, things like fines. Another suggestion was that car emissions were too much and that there needed to be some sort of way to mitigate it. Someone suggested that the state should do a better job of communicating with residents about trash pickup/recycling pick up as well as any services that particular service may provide. For example, I live in Roselle and they give out free garbage bags but the issue is most people don't know about this as there's no real way to find out.

5.) The type of website I would like to make is one that is a comprehensive space for information in regards to Trash/Recycling Pickup and other city related resources, a place to view scheduling, a way to contact officials, and a list of locations that offer incentives for recycling. The reason I'm going for encouragement rather than discouragement is because I personally wouldn't be able to hold people accountable for not throwing trash out as i dont have the authority to fine people.

Part 2: Specification

Now that I have an idea of how I want to go about making a website to solve, or at least lessen the severity of the issue, I need to piece together how it will actually look and function on the website.

- One thing that is a must is that the information needs to not only be easily accessible but clear and concise as one of the complaints was that the cities don't do enough to inform residents on any services that could be use to decrease the volume of garbage.

- At the moment I am only planning on using the google library for any fonts/icons i may need but this is subject to change as there are various different libraries out there that could be better suited for my needs.

- Another thing that is subject to change is whether or not i use the bootstrap API. I find it convenient to use at times but at other times it can prove to be more trouble then what it's worth. If i find another API that may benefit me a bit more than i may very well use that but at the time of writing bootstrap is the only one that comes to mind

- Currently only one page is projected to be need as there isn't too much information to spread out across multiple pages and would end up being more empty and bland then full of content

- If someone has any suggestions they should be able to submit them using the on-site form

Part 4: Reflection

Throughout the lifecycle of this project there were a lot of hurdles. Primarily due to the fact that I was really struggling with not only design but content as well. While I may have had the feedback from the interviewees, it didn't help me figure out exactly what I wanted and how I wanted it. A fair amount of time was spent working and scrapping ideas. I did eventually decide that, from a design standpoint, I wanted my site to be similar to that of a government site. Since it's something that would be accessible to all new jersey residents and would act as a place to find all relevant information regarding the environment and clean up in the state it made sense. Another thing I decided to do that really helped along the process was using old ideas from previous projects. I took the feedback from my first project, about a more consistent design and tried to work with that. There's less going on in regards to color but it doesn't make it dull by any means. I also kept a good amount of ideas from my second project.

I really utilized bootstrap this time around. There were issues that were minor in general but because there were so many of them they would make the webpage look worse collectively. An example of this is that anything that was supposed to span across the website's width didn't actually do that and would instead leave a small bit of space there. Not a big deal when it's one thing but multiple and it becomes pretty apparent. Bootstrap helped fill those empty spaces.

The biggest takeaway from this for me was that even if something may not have worked previously, it can be made to work on a new project. Conversely, old things that worked can also be modified to be used. Basically I learned that it is possible and even beneficial to reuse and alter older ideas from previous works. Now that doesnt mean you can use those things all the time, but it certainly doesn't hurt to try

Despite it only being one page I feel more proud of this project than I do of my previous two. It looks and feels as if it's a genuine site made by a professional. That being said, I do wish I got to implement some other stuff. For example, when the webpages size is reduced most of the contents adjust but there are some that don't and I would've liked to fix that. There's also the issue of my navbar not being aligned to the right properly which really bugged me.Another thing is that i didn't get to implement all the things i had planned in specification as it seemed impractical during the development process, not to mention i had poor time management. Lastly i would've liked to use more pages, however with the idea i was going for it didn't really seem beneficial to have multiple pages as it would end up being vapid empty space.